

IN THE CLAIMS

Please amend the claims as follows:

Claims 1-25 (Canceled).

Claim 26 (New): An agent system for processing information by an agent having agent state data, the agent system as an original agent system being connected to a different type agent system through a network, comprising:

a wrapper class memory configured to store component data of wrappers corresponding to each type of other agent systems, the wrappers being for processing information in a corresponding agent system;

a movement request detector configured to detect a request for the agent to move to the different type agent system from the agent state data;

a wrapper generator configured to generate, in response to the request, a wrapper corresponding to a type of the different type agent system based on the component data of the type stored in said wrapper class memory; and

external communication unit including an agent activation unit, configured to communicate with the different type agent system,

wherein, the wrapper generates a wrapped agent based on a component of the wrapper in the different type agent system and supplies the agent state data to the wrapped agent through said external communication unit,

said agent activation unit activates the wrapped agent in the different type agent system,

the wrapped agent executes the agent state data to use resources in the different type agent system, and

the agent continually executes the agent state data based on the execution result of the wrapped agent in the original agent system.

Claim 27 (New): The agent system according to claim 26,  
further comprising:  
same type node data memory configured to store node data representing nodes included in agent systems of the same type as the original agent system and other agent systems of different type discriminately;  
different type node data memory configured to store access data for each node included in the other agent systems; and  
correspondence table configured to store correspondence data between each category of movement commands and each type of the other agent systems.

Claim 28 (New): The agent system according to claim 27,  
wherein said movement request detector detects a movement command to move to other node from a script of the agent state data, decides whether the other node is included in the other agent systems of different type by referring to said same type node data memory, and extracts a type of other agent system corresponding to the movement command by referring to said correspondence table if the other node is included in the other agent systems of different type.

Claim 29 (New): The agent system according to claim 28,  
further comprising:

retrieval unit configured to retrieve the component data of a wrapper corresponding to the type of other agent system extracted by said movement request detector from said wrapper class memory,

wherein said wrapper generator extracts the access data for the other node as a movement destination node from said different type node data memory after generating the wrapper, supplies the access data to the wrapper.

Claim 30 (New): The agent system according to claim 29,  
wherein the wrapper comprises:  
different type movement memory configured to store movement data of the agent between the different type agent system and another agent system; and  
movement source return memory configured to store return data of the agent from the different type agent system to the original agent system.

Claim 31 (New): The agent system according to claim 30,  
wherein the wrapper supplies the movement data and the return data to the wrapped agent in the different type agent system through said external communication unit.

Claim 32 (New): The agent system according to claim 31,  
wherein the wrapped agent comprises:  
agent state memory configured to store the agent state data including the script;  
movement unit configured to store the movement data;  
return unit configured to store the return data; and

controller configured to execute action of the wrapped agent according to the data stored in said agent state memory, said movement unit and said return unit.

Claim 33 (New): The agent system according to claim 32,  
wherein, if the action of the wrapped agent fails in the different type agent system,  
said return unit indicates the agent in the original agent system to execute the same  
action.

Claim 34 (New): The agent system according to claim 32,  
wherein, if a movement command to a movement source node is detected from the  
script of the agent state data,  
said return unit returns a function of the wrapped agent to the agent of the movement  
source node in the original agent system.

Claim 35 (New): A method for processing information by an agent having agent state  
data, the agent system as an original agent system being connected to a different type agent  
system by an external communication unit through a network, comprising:

storing component data of wrappers corresponding to each type of other agent  
systems, the wrappers being for processing information in a corresponding agent system;  
detecting a request for the agent to move to the different type agent system from the  
agent state data;

generating a wrapper corresponding to a type of the different type agent system based  
on the stored component data of the type in response to the request;

generating a wrapped agent based on a component of the wrapper in the different type agent system through said external communication unit;

supplying the agent state data to the wrapped agent through said external communication unit;

activating the wrapped agent in the different type agent system through said external communication unit;

in the wrapped agent,

executing the agent state data to use resources in the different type agent system; and

in the agent,

continually executing the agent state data based on the execution result of the wrapped agent in the original agent system.

Claim 36 (New): The method according to claim 35,

further comprising:

discriminately storing node data representing nodes included in agent systems of the same type as the original agent system and other agent systems of different type;

storing access data for each node included in the other agent systems; and

storing correspondence data between each category of movement commands and each type of the other agent systems.

Claim 37 (New): The method according to claim 36,

further comprising:

detecting a movement command to move to other node from a script of the agent state data;

deciding whether the other node is included in the other agent systems of different type by referring to the stored node data; and

extracting a type of other agent system corresponding to the movement command by referring to the stored correspondence data if the other node is included in the other agent systems of different type.

Claim 38 (New): The method according to claim 37,

further comprising:

retrieving component data of a wrapper corresponding to the type of other agent system from the stored component data;

extracting access data for the other node as a movement destination node from the stored access data after generating the wrapper; and

supplying the access data to the wrapper.

Claim 39 (New): The method according to claim 38,

in the wrapper, further comprising:

storing movement data of the agent between the different type agent system and another agent system; and

storing return data of the agent from the different type agent system to the original agent system.

Claim 40 (New): The method according to claim 39,

in the wrapper, further comprising:

supplying the movement data and the return data to the wrapped agent in the different type agent system through said external communication unit.

Claim 41 (New): The method according to claim 40,  
in the wrapped agent, comprising:  
storing the agent state data including the script;  
storing the movement data;  
storing the return data; and  
executing action of the wrapped agent according to the stored data.

Claim 42 (New): The method according to claim 41,  
further comprising:  
if the action of the wrapped agent fails in the different type agent system,  
indicating the agent in the original agent system to execute the same action.

Claim 43 (New): The method according to claim 41,  
further comprising:  
if a movement command to a movement source node is detected from the script of the agent state data,  
returning a function of the wrapped agent to the agent of the movement source node in the original agent system.

Claim 44 (New): A computer program product, comprising:

a computer readable program code embodied in said product for causing a computer to process information by an agent having agent state data, the agent system as an original agent system being connected to a different type agent system by an external communication unit through a network, said computer readable program code comprising:

a first program code to store component data of wrappers corresponding to each type of other agent systems, the wrappers being for processing information in a corresponding agent system;

a second program code to detect a request for the agent to move to the different type agent system from the agent state data;

a third program code to generate a wrapper corresponding to a type of the different type agent system based on the stored component data of the type in response to the request;

a fourth program code to generate a wrapped agent based on a component of the wrapper in the different type agent system through said external communication unit;

a fifth program code to supply the agent state data to the wrapped agent through said external communication unit;

a sixth program code to activate the wrapped agent in the different type agent system through said external communication unit;

a seventh program code for the wrapped agent to execute the agent state data to use resources in the different type agent system; and

an eighth program code for the agent to continually execute the agent state data based on the execution result of the wrapped agent in the original agent system.